Anirog Software,

3D TIME TREK

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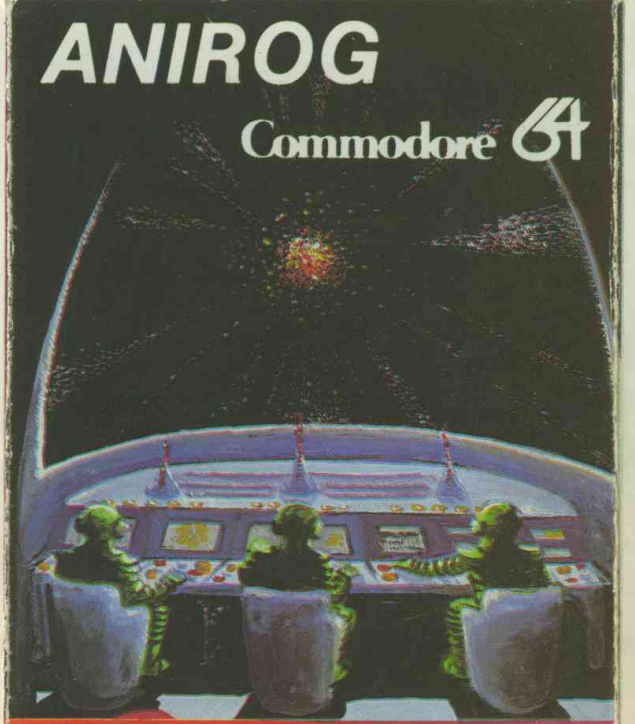
ANIROG

Commodore 64



3D TIME TREK

You are one of the few survivors of the planet 'CORILLIAN' following a devastating raid by marauding space pirates. You have vowed to avenge their murderous attack, to seek and destroy these aliens and end their gallactic tyranny.

Your newly designed super powerful starship bristles with computers and sensors enabling you to search out and destroy the space pirates wherever they may hide.

A brilliant startrek game and arcade style battle action in Superb 3D graphics.

LOAD - Type 'LOAD' and press 'RETURN'.

PLAY - The game requires use of the keyboard and joystick.

Program by - D. Gamon
Sleeve design by - Penny Bains
Printed by Wood Printing Group 01-595 5115.

Instructions See Reverse

STAR SHIP FEATURES

LONG RANGE SENSORS PRESS 'L'

The Long Range Sensors are displayed as a 3 x 3 matrix in which you are the middle block. Each time you use the Long Range Sensors, the galaxy map is updated. It is therefore advisable to use them frequently.

S	S	A
P	■S■	S
A	A	S

S - EMPTY QUADRANT

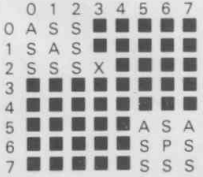
A - ALIENS PRESENT

P - PLANET FOR DAMAGE REPAIRS

Press 'CTRL' to return to normal scanner.

THE GALAXY MAP PRESS 'M'

The galaxy map shows the entire galaxy in the form of 8 x 8 grid. You can locate your position in the galaxy by knowing your quadrant position from the navigation computer.



For example if you are in the quadrant 2, 3 then your position is indicated by X. Remember the galaxy map only shows the galaxy that has already been explored.

Press CTRL to return to normal scanner.

THE BATTLE COMPUTER PRESS 'B' KEY

The battle computer is used to allocate energy to shields, check energy levels, receive dsmage reports and keep check on the number of aliens still at large.

SHIELD ENERGY PRESS 'S'

You can only locate energy to the shields when:-

1) The battle computer is active.

2) You are in a space quadrant.

It is necessary to allocate the energy to your starship shields before you go into the battle. The alien starships are highly manouverable and with devastating fire power.

The shield energy allocation is between 0 and 9 and is selected on the keyboard. The energy allocation made to the shields is deducted from the total energy available.

Press 'CTRL' to return to normal.

DAMAGE REPORT PRESS 'D'

The damage report gives the degree of damage suffered by the starship and a list of inactive ship facilities.

THE NAVIGATION COMPUTER PRESS 'N'

The computer will display your present position. All your movements in the galaxy are controlled by the navigational computer. You may warp to any part of the galaxy by giving the quadrant destination. The quadrant destination is given as vertical co-ordinate followed by horizontal co-ordinate. Your starship will warp to the new location. The only thing that may throw you off course is the energy cell failure.

On entering the quadrant, the condition of the planet will be displayed. If it is RED, prepare for battle.

The Battle Action

You require a JOYSTICK for battle action. The alien battleships are highly manouverable and the alien starship commander will counter manouvre his ship as you try to bring him in your sight.